



Richard Garriott ✓
@RichardGarriott



Yes. Ultima][was my first ever 6502 code. Started when I was with California Pacific, completed while in a Sierra cabin!

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John Romero ✓ @romero · 21 abr. 2017

En respuesta a @RichardGarriott

Was it also true that during the summer of 82 you were at Sierra in a cabin of coders working on Ultima 2? Learning 6502?

10:09 p. m. · 21 abr. 2017 · Twitter for iPhone

6 Retweets 65 Me gusta



Huibert Aalbers @huibert · 22 abr. 2017



En respuesta a @RichardGarriott y @Apple2Games

What about Ultima I and Akalabeth? Didn't you write those or were they written in AppleSoft Basic?



1



1



2



Apple 2 Games @Apple2Games · 22 abr. 2017



I know Ultima I was mostly basic cept for the sprite drawing routine which is ASM. See this post



Apple Games Disassembly Project - Ultima 1

Posted 5/10/12 12:48 PM, 10 messages

[groups.google.com](#)



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5



Personas relevantes



Richard Garriott ✓
@RichardGarriott

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Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of @ExplorersClub; Married to @LaetitiaGdC; Join me in #SotA!



John Romero ✓
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